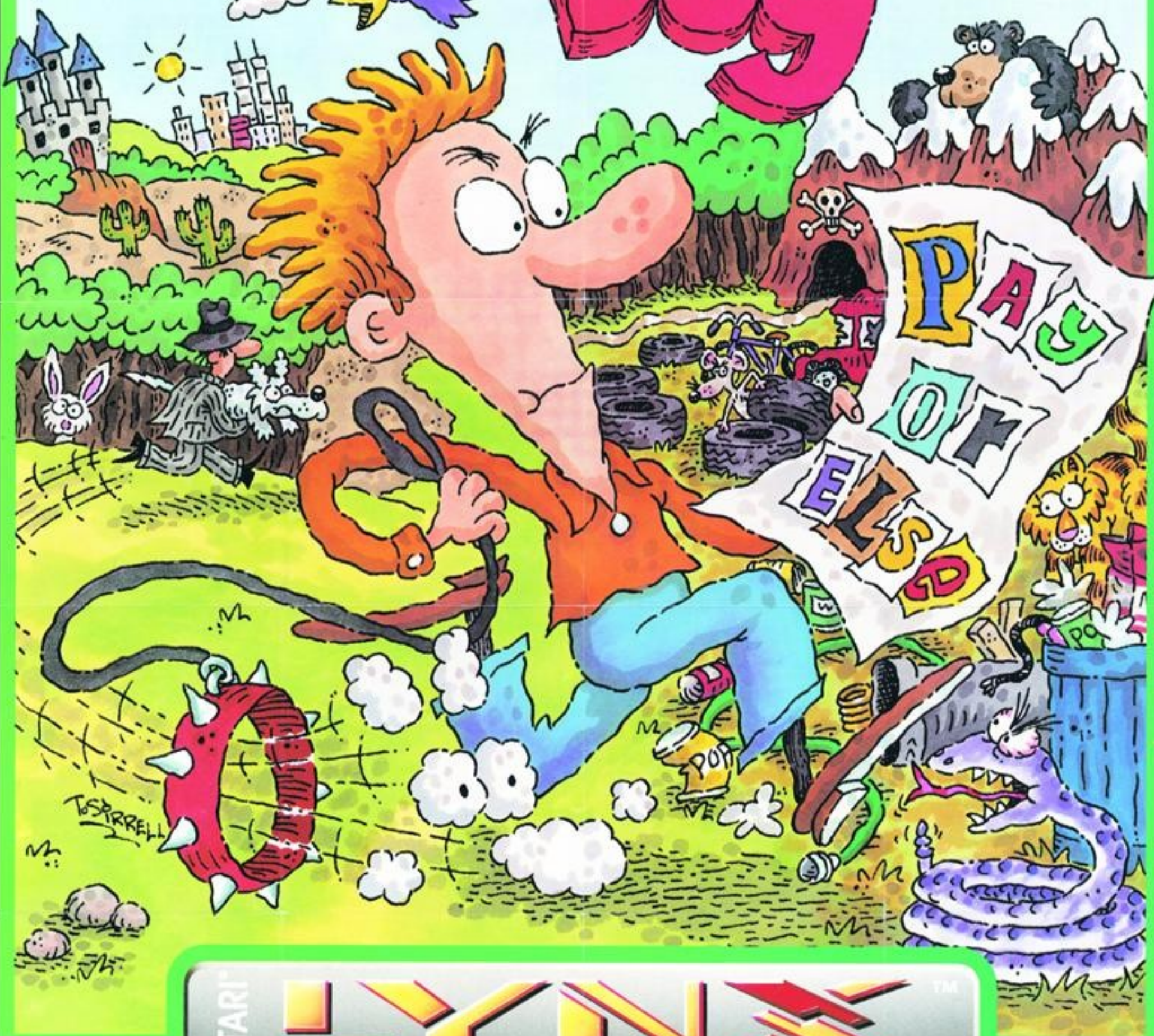


See
reverse
side for
Instructions

Scrapyard Dog™



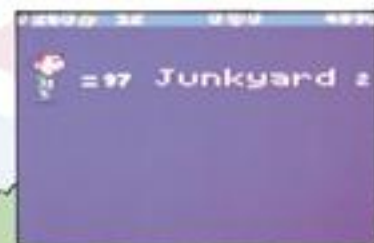
ATARI

LYNX™

VIDEO GAME CARD

ATARI®

Scrapyard Dog



KIDNAPPED CANINE Louie the scrapyard guy was eating his lunch when that dangerous gangster Mr. Big blasted his way into the yard and poached Scraps, the scrapyard dog. Boy was Louie mad! Not only did Mr. Big purloin the puppy, he also knocked Louie's headcheese sandwich into the dirt. Armed with a bunch of old cans, Louie set out to rescue his dog and avenge his headcheese. Can Louie save his cruelly captured canine, or will Scraps end up dogmeat? Find out by helping Louie rescue his scrapyard dog!

GETTING STARTED

1. Turn on your Lynx and insert the Scrapyard Dog game card as described in the Lynx Owners Manual.
2. Turn on the Lynx.
3. Press **A** to get to the Option screen.

PLAYING THE GAME

When the game starts, Mr. Big drives into the scrapyard and kidnaps Scraps, the scrapyard dog.

The status bar across the top of the screen shows the amount of time left to complete the current level, the number of money bags collected so far, weapon icons depending on which weapon you have, and the current score. When a weapon is bought, the number of shots left is shown as well.



To rescue Scraps, Louie must stay on his toes. Quick jumps, fast second ducks, and well-timed can tosses are necessary if Louie is to succeed.

To go right or left, press the joystick in the desired direction. Press down to duck and up to face forward or knock on a door. Press the **A** button to jump. The **B** button throws a can, or, if Louie has a weapon, the **B** button fires that weapon and the **Option 1** or **Option 2** button throws a can.

Louie must reach each checkpoint along the way within a specific time period. Along the way, he must also find weapons and other items he will need to defeat Mr. Big, as well as money to buy weapons.



Special items are hidden in barrels, trees, doors, and many other places. To find a special object, Louie must duck or face forward in the correct places. Some doors in the city can also open to reveal something special. To open a door, Louie must turn and knock (push up on the joystick).

THERE ARE FOUR SECRET ROOMS HIDDEN ALONG THE ROUTE:

MUSIC ROOM

Louie must face forward and push on the **F** to play a tune, then repeat the tune by jumping on the piano keys in the correct order. If Louie plays the right tune, he receives a reward.



GUESS ROOM

In the Guess room, an arrow appears on one of the five cans. Push a button to shuffle the cans. If Louie selects the can with the arrow in it, he receives a valuable prize.



Move arrow, press **A** to select box

SEEK ROOM

In the seek room, Louie must run around and pick up items while avoiding dangerous enemies.



Size under arrow—Press **A** to play

BONUS ROOM

In the bonus room, you find a shelf with five boxes on it. To choose a box, move the arrow to the box you want and push a button. You get whatever is inside.



Move arrow, press **A** to select box

Louie must complete six levels, with four rounds in each level. At the end of each level, Louie must defeat one of Mr. Big's most powerful henchmen.



After defeating the henchman, Louie must find the note which tells him where he must go next. If he can jump up and grab the note, he will earn extra points.



ITEMS FOUND IN THE GAME



- \$1 Money Bag**—awards one dollar
- \$5 Money Bag**—awards five dollars
- Time**—Adds 30 seconds to your time remaining
- Shield**—Allows Louie to get hit without losing a life
- Gun**—With a gun, Louie can shoot bullets
- Stun Gun**—Freezes everything on the screen
- Flamethrower**—Shoots a stream of fire
- Tri-laser**—Fires triple laser beams diagonally up and down, and straight ahead
- Bomb**—Destroys everything on the screen
- Armor**—Gives Louie a shield at the beginning of each life
- Invincibility**—Makes Louie invincible

SHOPS

There are secret shops hidden throughout the game. If you can find these shops, you can put your money to good use. The shops are not easy to find, however, if you find a shop, use the joystick to point at the desired item.



SCORING

| Item | Points |
|--|--------|
| \$1 money bag (green) | 50 |
| \$5 money bag (red) | 100 |
| Time power-up | 250 |
| Shield power-up | 1000 |
| Invincible power-up | 1000 |
| Small power-up | 1000 |
| Life power-up | 2500 |
| Armor (music room only) | 1000 |
| Music room bonus | |
| play tune correctly on the first try | 2500 |
| End of round bonus | 2500 |
| Collect treasure chest item | 2500 |
| Zapping a henchman is 1000; getting other enemies ranges from 50 to 1000 each. | |